

# WORLD SOCCER LEAGUE

## INSTRUCTIONS

*LOADING Spectrum 48/128K — Type LOAD " " then press ENTER and Start the tape.*

*Commodore 64/128K — Press the SHIFT and RUN/STOP keys simultaneously.*

*Amstrad CPC — Press the CONTROL and ENTER Keys simultaneously.*

*NB: When Playing continuous seasons, we recommend that you save the game at the end of each season.*

*The World Soccer League has 2 Divisions of 16 Teams made up from the Top Club sides from all over The World and features a World Club Cup Competition.*

*You are the Manager of a U.K. Team in the 2nd Division. Your aim is to win promotion to the first Division and to build a team capable of Winning a World Class Double — The World Club Championship and the World Club Cup.*

### *WORLD SOCCER LEAGUE RULES:*

- 1. You are only allowed 3 Overseas Players in your Squad.*
- 2. All the Income from League Matches is Paid to the Home Team.*
- 3. Income from Cup Matches is shared by both Teams.*
- 4. If a Cup Replay is Drawn the Match will be decided by a Penalty Shoot-Out.*

## GENERAL NOTES:

All your Players have a Form Rating based on their current position in the Squad (ie Defender, Midfield Player or Forward), but you may find that some Players are being played out of position and by moving them to another position (eg Move a Player from Midfield to Attack) their Form Rating may improve significantly. You can only make 2 Alterations each week. Press for "CHECK TEAM" and then Press to Alter and Enter the No. of the Player you wish to move.

The Form Rating of your Players may also be affected by the number of matches they have played and by the overall Team performance. For example, a regular Player in a successful team may improve his Form Rating, but if the Team is playing badly, then your Players may suffer from a lack of confidence and this can lower their Form Rating.

## SQUAD DETAILS

Player No. — Player Type (ie Goalkeeper, Defender, Midfield, Attack)

Form Rating — PL = Matches Played — GL = Goals Scored

P = Disciplinary Points (10 points = 2-4 Match Ban)

NAT = Nationality

## BUYING A PLAYER

There are no set prices for Players in the Transfer Market and the "Market Price" will depend on a Player's Form Rating. As a General Guide a Player of Average Form (ie 6-9) will vary in price from £250,000 to approx £850,000, but Star Players of 10-15 Rating may cost from £1 million up to £5 million.

## SAVING AND LOADING A SAVED GAME

Spectrum 48/128K — Prepare a cassette to record the full program and data — Press 1 to Save and then Press PLAY & RECORD and any key. To load a saved game, simply insert your saved game tape, type LOAD " " and Press PLAY on your cassette player.

*Commodore 64/128K — Prepare a cassette to record the data only, Press 9 to Save and then Press PLAY & RECORD. To load a saved game, first load the master tape as usual, then insert your saved game tape, Press 0 to Load and then Press PLAY to Start the tape.*

*Amstrad CPC — Prepare a cassette to record the data only, Press 1 to Save and then Press PLAY & RECORD on your cassette player and any key. To load a saved game, first load the master tape. When the tape stops remove the master tape (but do not rewind the tape), insert your saved game tape and Enter Y (to load a saved game), then Press PLAY and any key. When the tape stops, replace the master tape and Press PLAY and any key to complete loading.*

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